**ChatConnection.cs**

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| **Original Author** | [**www.geekpedia.com/tutorial240\_Csharp-Chat-Part-2---Building-the-Chat-Client.html**](http://www.geekpedia.com/tutorial240_Csharp-Chat-Part-2---Building-the-Chat-Client.html) | **Date** | **3/12/2013** |
| **Author** | **Tyler Combs** | **Date** | **3/12/2013** |
| **File Name** | **ChatConnection.cs** |  |  |
| **File Location** | **CinderellaMGS/Chat\_Server/ChatConnection.cs** |  |  |
| **File Use** | **ChatServerWindow.cs** |  |  |
| **File Used By** | **Programs.cs** |  |  |
| **Reason For Use** | **To implement the chat connection while the chat server is running.** |  |  |

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| **Method(line#)** | **Purpose** | **Precondition** | **Postcondition** |
| **chatConnection(32)** | **Accepts client user and awaits a message.** | **Client is connected and awaits message.** | **None.** |
| **CloseConnection(41)** | **To close the chat connection, if new user does not receive a response from chat sever.** | **None.** | **None.** |
| **AcceptClient(50)** | **New users are able to join and chat with other user. In addition, each user will have a unique chat name.** | **Chat server awaits new user to join chat.** | **New user joins chat.** |